## .. 20 .. NOTES BY R.A.HILSMANN

Time to look back to some of the programs you have found here in the past, especially the LIBRARY and RECOVER program needs to be ed. "Haste makes waste", this has been a good demonstration of it.

But enough about that, lets do it. This month an update of the LIBRARY program, which I menas tioned last month, had a few features added to it since have VOU seen it in this column. In fact the changes are great enough to reprint the entire program ones more, also the instructions to use it.

Next month I will review the RE-COVER program, perhaps in its entirety, depending on the amount changes I will make to it. Some of you have perhaps noted, it does not work with single sided drives, fact is it was written for quad-density drives, and its major feature is to rebuild the directory ones lost.

I feel this is important enough, since SDOS (Safe DOS) in its syntax does not ask for the drive number when the command "FORMAT/"name" 15 entered. Criticism? I hope not viewed that way since I think John Oliger has done a fantastic job writing the DOS, just a tion, if space and time permits perhaps change the syntax, at least for "FORMAT" to "FORMAT/2"name", which of course would make the user aware to specify the drive number when doing such a major task like formating a disk, rather than expecting flaky computer users to "LET/D=2" before formating, something easely forgotten.

I have managed to do this twice with an important disk in the other drive, but then I have been called flaky in the past, especially since I still use such an outdated computer as the 2068 Timex/Sinclair. Little do they know.

1 REM Fill this line with spaces for machine code to here 345678901234k

BY R.A. HILSMANN FOR PUBLIC DOMAIN. \*\*\*\*\*\*\*\*\*\*

20 CLEAR : LET A=NOT PI: DIM A \$(VAL; "179", VAL "20"): DIM L\$(VAL "10"): DIM B\$(VAL "32"): DIM C \$(VAL "608"): LET O=A: LET I=SGN PI: DIM K\$(VAL "6", VAL "5"): LE T K\$(I)="BASIC": LET K\$(VAL "2")="DATA#": LET K\$(INT PI)="DATA\$": LET K\$(VAL "4")="CODE ": LET K\$(VAL "4")="CODE ": LET K\$(VAL "4")="CODE ": LET K\$(VAL "6")="VRBLS": INK VAL "9": PAPER I: BORDER I: LET E=PEEK VAL "236 35"+VAL "256"\*PEEK VAL "23636"+VAL "5" ## "5"

30 CLS : LET MENU=VAL "50": LE
T C=VAL "10": LET P=VAL "70": LE
T 0=VAL "80": LET R=VAL "100": G
O SUB P: LET F=0: PRINT TAB VAL
"6"; "DISK LIBRARY PROGRAM"'TAB V
AL "6"; "@1988 IMPEX SOFTWARE"'"\* 40 GO SUB P: INPUT "HOW MANY F 40 GO SUB P: INPUT "HOW MANY F
ILES IN NEW DISK FILE? (800 MAX T
/S - 900 MAX SINCLAIR) >";FL: DI
M E\$(FL+I,VAL "27"): LET E\$(I, T
O VAL "3") =STR\$ I: GO SUB P: INP
UT "ENTER NAME OF NEW LIBRARY FI
LE"''D\$: LET E\$(I,VAL "4" TO VAL
"13") =D\$: LET E\$(I,VAL "14" TO
VAL "16") =STR\$ FL
50 GO SUB D: CO SUB D: COS LB 

TO PRINTER"

SA PRINT ("9) CREATE NEW DISK

INKEY\$-48) ±1E3 70 BEEP .08,35: RETURN 80 LET Y=VAL E\$(I, TO INT PI)-

I: RETURN 100 PRINT " ENTER ZERO (0) TO E TO MENU ": RETURN

110 PRINT "DISK WILL BE CATALOG
ED NOW" '"PRESS ENTER WHEN PROMP
TED TO """SCROLL!!": RETURN
120 PRINT "INSERT DISK INTO" "
APPROPRIATE DRIVE AND """ENTER
DRIVE NUMBER BELOW"
130 PRINT AT 21,0; "DRIVE # (1 T
04) OR (0) TO EXIT ": RETURN
1000 GO SUB 0: CLS: GO SUB R: G
0 SUB P: INPUT "ENTER NAME OF PR
1000 GO SUB 0: CLS: GO SUB R: G
0 SUB P: INPUT "ENTER NAME OF PR
1000 GO SUB 0: CLS: GO SUB R: G
0 SUB P: INPUT "ENTER NAME OF PR
1000 GO SUB 0: CLS: GO SUB R: G
0 SUB P: INPUT "ENTER NAME OF PR
1000 GO SUB 0: CLS: GO SUB R: G
0 SUB P: INPUT "ENTER NAME OF PR
1000 GO SUB 0: CLS: GO SUB P: GO SUB VAL "120"

ER FOR LISTING OF" "ALL LIBRARY
FILES" ""SEARCH-NAME CAN BE P
ARTIAL," "AS FOR ""PROGRAM" " =

""FROG" "; AT UAL "15",0; F\*; IF F
48" THEN GO TO MENU
1010 IF F\*="" THEN GO TO VAL "10
1010 IF F\*="" THEN GO TO VAL "10
1020 FOR /I TO Y: IF E\$(A+I,I TO
1020 FOR /I TO Y: IF E\$(A+I,I TO
1020 FOR /I TO Y: IF E\$(A+I,I TO
1040 CLS: GO SUB P: GO SUB R: P
RINT AT C,VAL "2","PROGRAM CAN NOT
BE LOCATED "/": GO SUB R: PAUSE
0: GO TO MENU
1040 CLS: GO SUB P: GO SUB R: P
RINT AT C,VAL "2","PROGRAM CAN NOT
BE LOCATED "/": GO SUB R: P
RINT AT C,VAL "5",0;"FILE > ";E\$(A
1,12 TO 27) =F\$
1040 CLS: GO SUB P: GO SUB R: P
RINT AT C,VAL "5",0;"FILE > ";E\$(A
1,12 TO 27) =F\$
1050 SUB VAL "120": GO SUB R: P
RINT AT C,VAL "5",0;"FILE > ";E\$(A
1,12 TO 27) =F\$
1050 SUB VAL "120": GO SUB R: P
RINT AT C,VAL "5",0;"FILE > ";E\$(A
1,12 TO 27) =F\$
1050 SUB VAL "120": GO SUB R: P
RINT AT C,VAL "5",0;"FILE > ";E\$(A
1,12 TO 27) =F\$
1050 SUB VAL "120": GO SUB 1120 RETURN 1130 GO SUB P: LET S=2: LET J=1 1140 PAUSE 2: LET G=3: LET H=0: IF F-S>=18 THEN LET J=J+19: GO T Õ 1160 U 1150 1150 LET J=F 1160 LET K=PEEK 23376+256\*PEEK 2 3377: FOR /S TO J 1170 IF F THEN PRINT AT G,0;E\$(A, TO 10);TAB 11;K\$(1+CODE E\$(A,1 1);TAB 17;E\$(A,12 TO 26): LET G =G+1: IF H THEN RETURN 1180 NEYT - GO SUB 1180 NEXT : GO SUB 1227: GO SUB 1070 1190 IF A-1<=F THEN LET S=A 1200 GO TO 1140 1210 GO SUB P: INPUT "ENSERT DIS K & ENTER GREVER 1-4"; K: IF K=0

TO MENU TO MENU
3030 IF F=0 THEN PRINT ''TAB VA
L "8"; "NO FILES ON DISK"'': GO S
UB R: PAUSE O: GO TO MENU
3040 GO SUB Q: LET Y=Y+I: FOR /2
TO Y: IF E\$(A,12 TO 27) =A\$(178,
TO 16) THEN CLS : PRINT AT C,0;
"DISK ALREADY PRESENT IN LIBRARY
"'': GO SUB R: PAUSE O: GO TO ME NU NU 3050 NEXT : RETURN 4000 CLS : GO SUB P: GO SUB R: L ET B=O: INPUT "ENTER NAME OF DIS K FILE TO BE DELETED FROM THE DISK-LIBRARY"'''' F\$: IF F\$="0" T HEN GO TO MENU

4010 CLS : PRINT AT C,0; "DELETIN
G DISK ";F\$: GO SUB Q: FOR X=2 T
O Y+I THEN GO TO MENU

1220 LET /D=K-VAL "1": LET L\$=E\$

(A, TO C): GO TO VAL "1220"+CODE

E\$(A,VAL "11")+I

1221 LOAD /L\$: STOP

1222 LOAD /L\$ DATA A(): STOP

1223 LOAD /L\$ DATA E\$(): STOP

C DISK ",F\$: GO SOB G: FOR X=2 I O Y+I

4020 IF E\$(X,12 TO 11+LEN F\$)=F\$

THEN GO SUB VAL "4050": LET Y=Y

-I: LET E\$(I, TO INT PI)=STR\$ (Y

+I): GO TO VAL "4020"

4030 NEXT X: IF B THEN RETURN

4040 GO TO MENU

4050 FOR /X TO Y+I: IF A=FL THEN
 IF E\$(A,12 TO 12+LEN F\$)=F\$ THE
 N LET E\$(A)="": RETURN
 4060 LET E\$(A)=E\$(A+1): NEXT : R
ETURN
 5000 CLS : GO SUB P: PRINT AT C,
 O; "TO UPDATE A DISK FILE IN THE"
 ''"DISK LIBRARY, "; GO SUB 120:
 INPUT K: IF K=O THEN GO TO MENU
 5010 LET /D=K-I: CLS : PRINT AT
 C,O; GO SUB VAL "110": PAUSE R+
 R: CAT : RANDOMIZE USR E: LET F\$
 =A\$(VAL "178", TO VAL "16"): GO
SUB R: LET B=I: GO SUB VAL "4010
 ": CAT : LET F=USR E: LET Y=Y+I:
 LET E\$(I, TO 3)=STR\$ Y: GO TO V
 AL "3020"
 6000 CLS : GO SUB R: GO SUB P: P
 RINT AT C,C; "SORTING"'' "THIS MAY
 TAKE A WHILE (BASIC!!!)": GO SU
 6010 LET S=I
 F\$ SEILE TES THE CARE THE CARE
 F\$ SEILE THE CARE THE CARE THE CARE
 SOURCE THE CARE
 F\$ SEILE THE CARE THE CARE
 SOURCE THE CARE
 F\$ SEILE THE CARE
 F\$ 8030 REM PRINTER CODES HERE EPSON FX/RX + SKIP OVER

9190 LET J=F 9200 LET K=PEEK 23376+256\*PEEK 2 3377: FOR /T TO J 9210 PRINT AT G,0;E\$(A, TO 10);T AB 11;K\$(1+CODE E\$(A,11));TAB 17 ;E\$(A,12 TO 26): LET G=G+1: IF H THEN RETURN

PERFORATION

9220 NEXT : GO SUB 9260: GO SUB 9110 9230 THEN LET T=A "9180" A-1<=F 9240 GO TO VAL PAUSE 0: LET L\$=E\$(A, TO C): GO TO VAL "9250"+CODE E\$(A,C+I)+I 9251 MOVE /L\$ TO S: RANDOMIZE US R E: RETURN 9252 MOVE /L\$ DATA TO 5: RANDOMI USR E: RETURN 9253 MOVE /L\$ DATA \$ TO S: RANDO MIZE USR E: RETURN 9254 MOVE /L\$CODE TO S: RANDOMIZ USR E: RETURN 9255 MOVE /L\$ABS TO S: RANDOMIZE USR E: RETURN 9256 MOVE /L\$VAL TO S: RANDOMIZE USR E: RETURN 9260 POKE 23376,K-256\*INT (K/256): POKE 23377,INT (K/256): RETUR N 9270 PRINT AT 1,27;" ";AT 1,2 7;CODE A\$(179,5) \*5;"K": RETURN 9500 REM INITALIZE PROGRAM WITH "RUN 9500" THEN DELETE LINE 9500 TO END UNLESS ENTERED IN THE TIMEX MODE. 9510 RESTORE 9520: FOR X=26715 T 9510 RESTORE 9520: FOR X=26715 T 0 26715+84: READ B: POKE X,B: NE XT X: POKE 26711,0 9520 DATA 205,10,0,42,75,92,17,1 4,0,25,235,33,32,38,1,212,13,237,176,33,16,38,14,16,237,176,229,235,17,4,0,25,235,33,0,38,14,16,237,176,225,17,20,0,62,128,190,4 0,4,3,25,48,249,42,75,92,17,42,0,25,34,80,91,223,42,75,92,17,32,14,25,17,16,38,1,16,0,205,10,0,237,176,205,142,10,223 9530 DELETE 9500,9540 REM CHANGE 26715 IN LINE 9540 REM CHANGE 26715 IN LINE 9510 TO 23760 TO 23760 +84 IF ENTERD IN THE SINCLAIR MODE, OMIT LINE 9530

Enter the program with the 2068 the TIMEX mode i f possible. since this mode suports the delete necessarry to delete lines 9500 to The program will work in either mode ones saved and reloaded to be used. Needles to say, the program will work only with Safe DOS or SDOS as I prefer.

Here now the instructions to run the LIBRARY program.

Ones typed into the computer and initialized, save the program to disk, using; CLEAR: SAVE/"LIBRARY" LINE 20 Reset or NEW your computer, and enter: 10 LOAD/"LIBRARY", save this

line to file 0. unless you elect to keep the LIBRARY program on a disk with other programs. Keeping it on a disk by itself will allow you to just type LOAD & ENTER to load it.

Version 1.4 has a few features the previous published program does not have, besides it has been debuged, but perhaps some more will surface as time goes on. Let me know if you find any.

Sorry about the basic sort in the program, but as soon as time permits I will write a machine code portion for it, like I said before, have a cup of coffee while it sorts in the meantime. Now a view hints on how it works!

Upon running, the program will ask you if you like to start a file or like to load existing an one. Naturally you have to start a new one first, so press "1". Enter the number of entries you wish to make to the file next, keep in mind the that when in TIMEX MODE you wont have the luxory of having as much memory available as in the SPECTRUM MODE, it may be best to use a maximum of 800 files, since you may like to load a program while in the TIMEX MODE.

Having reached the MAIN MENU. vou will see all the options available to you. Insert disk a into a drive and press "3" option to enter the files on that disk to the LIBRARY. Always scroll through the files when the program catalogs your disk, and follow the prompts.

The program should have returned you to the MAIN MENU now, where you will see the number of files have entered just above the bottom line. Press "1" at this time then press ENTER again. You will now get a listing of all the files you have entered. Pressing any will permit you to scroll through the files with an inverted cursor,

pressing ENTER will load the program at the cursor position from the named disk. Pressing "1" will page through the files should you have more than 19 files in the LIBRARY, but lets get back to the MAIN MENU pressing the "0" key. Lets add a few more disks to the LIBRARY at this time.

I should mention that after pressing the "1" key, you have the option to use the search function and are able to load the searched program after inserting the named disk.

Try deleting a file after you have loaded it, or try the update a disk feature to get the feel for it now. Options "5" and "6".

Do you have a disk which has a funny name, like "test" and you always wanted to change that name? Yes you may do so now, using feature "2". This feature will not only change the disk name in the LIBRARY, but will also change the DISK NAME on the DISK (SDOS version 2. & up). Have the DISK to be changed in a drive and the LIBRARY FILE present at the same time, this will prevent confusion in your listings at a future time.

Lets see how fast a basic sort is next. Press "6" and watch the blinkenlight on John's board if you have nothing better to do. Believe it. this is the fastest sort there is in basic for this particular purpose, yes I tried a few others. but this one beats them all. Having close to 800 files in the LIBRARY and using the sort then, should really warm up the chips in your computer, so much for basic. Sorted listings let you find things a lot easier on a print out, but it will be better to have unsorted files to create a new disk from the LIBRARY since some programs have basic, screenfile and code to be moved. having different names for each.

If you have a printer hooked up

and dont mind waisting some paper, press "B" now, and see what a printout looks like, but before, if you do not have have an EPSON type printer, check the printer codes on about line 8030, don't wory breaking into the program, MENU" or "GO TO 50" will get you back to the MENU, but never use RUN, this will of course wipe all the data. Change the printer codes on line 8030 if needed, consulting your printer manual course. Also change the "LET/P=0/G" to whatever you have used in the past.

Next find a new disk, and press the "9" key. First, you will be able to format this new disk, but if you have a formated disk ready, or like to MOVE some files to a disk which already has some files on it, then just press ENTER to skip the format option. The destination DISK will be cataloged next, this will read the destination disk for the amount of disk space available on the disk, which will be constantly updated and displayed above the listings, this will make life easier.

You should see a listing of all your files next. Yes this is the same routine as the file Ø menu loader, one exception, pressing the ENTER key will MOVE the file at the cursor from the SOURCE drive to the DESTINATION drive now.

Just follow the prompts when using this function, make sure though, you always insert the appropriate disk into the source drive, otherwise you will get an error report. Typing "GO TO MENU" will get you back to the menu if this happens, or you may try using "CONTINUE" after inserting the correct disk, this should work, something I have not tried at this time.

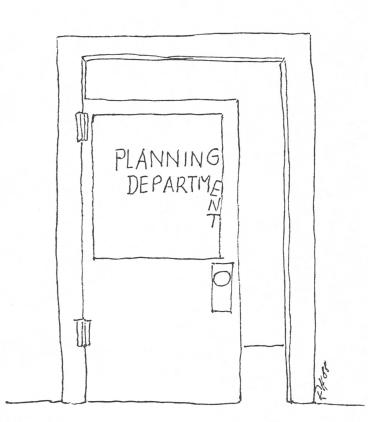
Function "7" will of course allow you to save a LIBRARY FILE to disk, or allow you to load another FILE into the program.

not word of caution, tamper with line "20", but if you define not resist, do variables ahead of the ones already defined, the machine code in defined variables looks for the certain area in line 20 in a memory, so keep your poken not away from that line. Also do take line Ø down to edit, not this is possible, but some i f number you poke a different line into line 0, you will be able to do so, this will surely wipe code!!

Good luck, I hope you enjoy this program as I do. It was born out of necessity to clean up my disk library.

Let me know if you like it, this would be about all the profit I would make from writing it.

Your #3 R.A. HILSMANN (Rudy)



## 

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